



Presents an Unofficial Guide to:  
Shogun: Total War

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## ***Introduction***

Japan is in a state of turmoil. Eight clan leaders are at war for the ultimate prize, to become SHOGUN, the ruler and keeper of all Japan. You take control of one of these leaders, each with its own objective and methods to become the Shogun and total ruler of all Japan. This game is unique in that you play on a map in turn-based mode until you get into battle, when it goes to battle map of the land you are fighting in and switches to real-time war. You have total control over thousands of men that fight for one thing, YOU. Things like weather, honor, landscape, weapon upgrades, armor types and upgrades affect the way the battle will turn out. If you pit the wrong units against an opposing force, you will lose the battle; but if you choose wisely, you can take an overwhelming force with a smaller group of men. On the overland map, you control your economy, your troop movements, buildings, and espionage. To put this all together in one game makes it well worth the wait. I will be giving you strategies, tactics, unit descriptions and abilities, buildings and their purposes, landscape and its benefits in battle, a complete rundown on each territory on its special units, resources, or defensive abilities.

-Spellfire-



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## ***The Clans***

The clans of Japan each have their own special troops and abilities, along with a goal to attain the throne. While one will kill you with a ninja, the other will shoot you with 900 archers. One will ally with you and help you while the next will ally with you and attack you while your back is turned. Below is a short description of each clan, its starting territories, starting armies, and the special ability of the clan.

### **Clan Shimazu: (Green)**

Clan Shimazu begins on a peninsula in the far southwestern part of the continent. They are the masters of the sword and the No-Dachi that they train are the cheapest and greatest in the game.

### **Starting Territories and Units**

<u>Territory:</u>	<u>Units:</u>
Satsuma (Capital)	Daimyo, Emissary
Osumi	N/A
Hyuga	N/A
Higo	Samurai Archers, Yari Samurai
Bungo	Samurai Archers, Yari Samurai
Buzen	Yari Samurai, Yari Ashigaru
Nagato	Samurai Archers, Yari Ashigaru

### **Clan Special Abilities**

The Shimazu Clan can train and maintain the No-Dachi swordsman for a lower cost.



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## **Clan Mori: (Red)**

Clan Mori begins in the northwestern strip of Japan. This clan holds religion in high regard and its training and upkeep of warrior monks is unrivaled.

### **Starting Territories and Units**

<u>Territory:</u>	<u>Units:</u>
Mimasaka (Capital)	Daimyo, Yari Samurai, Samurai Archers, Emissary
Harima	Yari Ashigaru, Samurai Archer
Iwaba	Yari Samurai
Bizen	Samurai Archer, Yari Ashigaru
Hoki	Yari Samurai
Izumo	(2) Yari Samurai
Iwami	Yari Ashigaru, Samurai Archer
Suo	Samurai Archer, Yari Ashigaru

### **Clan Special Abilities**

Clan Mori can train and maintain the warrior monks for a lower cost.

## **Clan Oda: (Gold)**

If you are looking for a Hitler of this game, Clan Oda will fit the bill. They are the power mongers that believe in genocide of its enemies through sheer force. They do not have any special units, but they can call upon the Ashigaru without paying much. They begin in the center of Japan with many rebels around them.

### **Starting Territories and Units**

<u>Territory:</u>	<u>Units:</u>
Owari (Capital)	Daimyo, Yari Ashigaru, Samurai Archers, Emissary
Mino	(2) Yari Ashigaru
Wakasa	Samurai Archers, Yari Ashigaru



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Tamba	Samurai Archers, Yari Ashigaru
Kawachi	(2) Yari Ashigaru
Omi	Samurai Archers, Yari Ashigaru
Iga	Samurai Archers
Yamato	Samurai Archers, Yami Ashigaru
Kii	Yari Ashigaru

## Clan Special Abilities

The Oda Clan can recruit and maintain the Yari Ashigaru for a lower cost.

## Clan Imagawa: (Light blue)

The people of Clan Imagawa are they sly, sneaky diplomats and assassins of the game. They make good use of the ninja and emissary and are not above talking to you and then killing you in your sleep. They begin with split territories, a group of 3 in the south center of Japan and a group of 3 in the far west end of the continent.

## Starting Territories and Units

<u>Territory:</u>	<u>Units:</u>
Totomi (Capital)	Daimyo, Samurai Archers, Yari Samurai, (2) Ninja, Emissary
Suruga	Yari Samurai, Samurai Archers
Mikawa	Yari Samurai, Samurai Archers
Chikugo	Yari Samurai, Samurai Archers
Chikuzen	Yari Samurai, Samurai Archers
Hizen	Yari Samurai, Samurai Archers

## Clan Special Abilities

Because of their nature, Clan Imagawa can recruit and keep Ninja and Emissaries for a lower cost.



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## **Clan Tekeda: (Black)**

Masters of the horseman, the Tekeda clan is unrivaled in the uses of the cavalry. They start with a horse dojo and stomp through the enemy lines with a vengeance. This clan also starts divided on the continent with 3 territories in the middle south and 3 in the west.

### **Starting Territories and Units**

<u>Territory:</u>	<u>Units:</u>
Kai (Capital)	Daimyo, Yari Cavalry, Yari Samurai, Cavalry Archers, Emissary
Izu	Yari Cavalry
Sagami	Cavalry Archers, Yari Samurai
Bitchu	Yari Samurai
Bingo	Yari Cavalry, Cavalry Archers
Aki	Yari Samurai, Samurai Archers

### **Clan Special Abilities**

The Tekeda Clan can train and maintain cavalry units for a lower cost.

## **Clan Hojo: (Purple)**

Once the mighty Shoguns, this clan is one of the wealthiest in all Japan. The lands they hold are rich in valuable ores so they can build the mighty fortresses that stop armies cold. They begin the campaign on the eastern end of Japan.

### **Starting Territories and Units**

<u>Territory:</u>	<u>Units:</u>
Shimosa (Capital)	Daimyo, Emissary
Hitachi	Yari Ashigaru, Samurai Archers



Musashi	Samurai Archers, Yari Ashigaru
Shimotsuke	Samurai Archers, Yari Samurai
Kozuke	Samurai Archers, Yari Samurai

## Clan Special Abilities

Clan Hojo has the ability to build castle structures for a lower cost.

## Clan Uesugi: (Dark Blue)

This clan is very persistent and rich. In their run to become the leaders of Japan, they train their archers at a cost reduction and their leaders are very strong. The starting point for them is in the far eastern end.

## Starting Territories and Units

<u>Territory:</u>	<u>Units:</u>
Mutsu (Capital)	Daimyo, Yari Samurai, Samurai Archers, Emissary
Dewa	N/A
Sado	Yari Ashigaru
Echigo	Samurai Archers, Yari Ashigaru
Shinano	Samurai Archers, Yari Samurai
Hida	Samurai Archers, Yari Samurai

## Clan Special Abilities

Clan Uesugi creates and maintains archers for a lower cost.

## Neutral and Ronin: (White)

**(You cannot play the Neutral Clans)** The Neutrals are clans and territories that do not want to fight for the right to become Shogun for one reason or another. They will not attack you unless you attack them but beware, they do continue to build and they start with some pretty strong buildings and armies.





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## Starting Territories and Units

<u>Territory:</u>	<u>Units:</u>
Tosa	Yari Ashigaru
Iyo	Samurai Archers, Yari Ashigaru
Awa	N/A
Sanuki	Samurai Archers, Yari Ashigaru
Awaji	(2) Yari Ashigaru
Yamashiro (Emperor)	(4) Warrior Monks, (2) Samurai Archers
Echizen	Warrior Monks, Samurai Archers
Etchu	Warrior Monks, Samurai Archers
Noto	N/A



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## Overland Map

All the land in Japan has some value, whether it be just the farm koku, a natural defensive structure like rivers, or extra income like ports and valuable resources. Below is a list of all the territories and their stats for the beginning of a game. Farms, with upgrades, can get up to double the amount shown below for koku per year.

### List of Territories and Their Starting Stats

Aki	Farm 153, Trade 200	Silver, Iron Sand, Port
Awa	Farm 180	River
Awaji	Farm 60	N/A
Bingo	Farm 130	Iron Sand
Bitchu	Farm 314	River
Bungo	Farm 120	N/A
Buzen	Farm 228	N/A
Chikugo	Farm 320	River
Chikuzen	Farm 304	N/A
Dewa	Farm 400	Gold
Echigo	Farm 420	River, Silver
Echizen	Farm 280	N/A
Etchu	Farm 220	N/A
Harima	Farm 220	Silver, Build Port 1125
Hida	Farm 120	N/A
Higo	Farm 178	N/A
Hitatchi	Farm 620	Iron Sand
Hizen	Farm 408, Trade 200	Castle, Port, Build port 1125
Hoki	Farm 103	Iron Sand
Hyuga	Farm 174	N/A
Iga	Farm 120	+1 honor Ninja, Iron Sand
Inaba	Farm 125	Iron Sand



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Ise	Farm 440	Archery Dojo, Buddhist Temple
Iwami	Farm 120	Iron Sand
Iyo	Farm 220	Copper
Izu	Farm 70	N/A
Izumo	Farm 143	Iron Sand
Kaga	Farm 200	+1 honor Warrior Monks, Buddhist temple Archery Dojo
Kai	Farm 200	Gold, Archery Dojo, Tranquil Garden Horse Dojo, Spear Dojo
Kawachi	Farm 420	River
Kazusa	Farm 190	+1 honor Emissaries
Kii	Farm 270	+1 honor Warrior Monks
Kozuke	Farm 410	N/A
Mikawa	Farm 260	River
Mimasaka	Farm 123	Iron Sand
Mino	Farm 260	Iron Sand
Musashi	Farm 640	River
Mutsu	Farm 600	Archery Dojo, Tranquil Garder, Spear Dojo
Nagato	Farm 139	Iron Sand
Noto	Farm 100	N/A
Omi	Farm 235	Iron Sand
Osumi	Farm 175	N/A
Owari	Farm 650	Archery Dojo, Tranquil Garden, Spear Dojo +1 Honor Ashigaru
Sado	Farm 160	Iron Sand
Sagami	Farm 460, Trade 200	Port
Sanuki	Farm 380	N/A
Satsuma	Farm 180	Castle, Archery Dojo, Tranquil Garden Spear Dojo, +1 honor No-Dachi



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Shimosa	Farm 290	River, Archery Dojo, Tranquil Garden Spear Dojo
Shimotsuke	Farm 210	Copper
Shinano	Farm 340	+1 honor Cavalry, Iron Sand
Suo	Farm 139	Iron Sand
Suruga	Farm 100	N/A
Tajima	Farm 95	+1 honor Shinobi
Tamba	Farm 220	N/A
Tosa	Farm 242	+1 honor Yari Ashigaru, Spear Dojo, Archery Dojo
Totomi	Farm 155, Trade 200	Castle, Archery Dojo, Tranquil Garden Ninja House, Spear Dojo, Port, +1 Honor Archers
Yamashiro	Farm 350	+1 honor on all units built, Archery Dojo Buddhist Temple
Yamato	Farm 202	N/A
Wakasa	Farm 103	N/A



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## ***Managing Your Territories and Armies***

Territorial management depends on how you want to run the game. If you are looking to become a big military power and crush your enemies with sheer numbers, you will build more men and dojos. If you are looking to get ahead in technology and hit them with fewer, more powerful units, you will climb the technology tree and have fewer but more powerful men. Everything that you do and all you can build rotates around the level of your castle. The amount of money you bring in comes from things like your farms, ports and mines. The koku is the currency in Shogun and it needs to be well managed or you will be broke by the end of a year. This section will help you to understand how the building tree works, how the economy works and how to use the two together. Natural disasters are a part of this game and when they happen they can be a great setback. There's nothing worse than building that legendary sword smith to have an earthquake take it down along with 2 of your famous dojos. When a natural disaster hits a territory, the koku output for that year is halved and the loyalty of your people goes down, so be prepared with some Shinobi if at all possible. There isn't anything you can do about the money, but the Shinobi will keep order and help prevent the revolt.

### **Money Management**

What would you like to do? Do you want to be a power monger and spend all your money on military might or do you want to play the diplomat and go up the technological tree? If you choose military power, build your armies and build them fast. Don't worry about castle and building upgrades; you are going for sheer numbers here. If you want to go up the technological tree, build a good garrison in your territories and put your money into upping your structures. Watch your koku output. You are not guaranteed a set amount of money every year. One year could yield a plus fifty percent while the next could cut your income in half with a drought.



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## **Military Power**

This is the way of the warrior. You will build a lot of low-level troops to just overrun the opposing forces, but your forces will be nothing special in terms of weaponry and armor. You will see your empire spread out fast, and just the shock of a large army can make your opponent surrender without a fight.

- Build up your farms to at least 40% to help keep the money coming in to support these troops. The more troops you have, the more Koku is spent to support them each year.
- When and where you can, build mines and ports. Ports bring in 200 Koku per year and mines vary from 200 for Copper, 400 for Silver, to 600 for Gold. Mines and ports are very expensive but when you can spare the cash, they are a great investment.
- Get your castle to level 2 (large castle) so you can build a horse dojo and upgrade your archers and spearmen to +1 honor units when you train new units. With this, you now have all the lower-level units consisting of archers, foot soldiers, and cavalry.
- When you can, build a castle in new territories and get an archery and spear dojo built. Protect them and use the men produced to move to the next territory. The more dojos, the more troops you can have pushed out each turn.

## **Technological Power**

This is the way of the diplomat. You will use diplomacy to keep the opponent off you while you build up your technology to crush him later. You will work to attain the highest quality of weapons, armor and troops. You will not spread out fast but when you do move, you will move with high-power shock troops like the No-Dachi swordsman and the Heavy Cavalry.



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- Build up your farms to at least 40% to help keep the money coming in to support these troops. The more troops you have, the more Koku is spent to support them each year.
- When and where you can, build mines and ports. Ports bring in 200 Koku per year and mines vary from 200 for Copper, 400 for Silver, and 600 for Gold. Mines and ports are very expensive but when you can spare the cash, they are a great investment.
- Keep just enough troops around to keep you alive. You don't need anything more till you are at a level 4 castle with some high level upgrades.
- Don't forget diplomacy! Keep on good terms with as many clans as possible so you have time to build up your forces and technology. This route to winning is a waiting game for you and you need time to build up.
- Build your castle to level 4 and get your buildings to their highest upgrades as fast as possible. Nothing brings fear into the enemy lines like heavy cavalry with a +3 honor, legendary armor and legendary weapons.
- Accept all traders but only use the Dutch trading post so you do not lose Buddhism and your warrior monks. This will allow you to get the guns to really wreak havoc.
- When you get some good forces, just begin stepping through the territories while your main territories build your troops. When you get to this point, the game is about over.

Ports play a big part in the game because #1, you can get 200 koku per year from trade and #2, you can move troops from one port to another that you own in 1 move anywhere on the map. When you start to move further from your troop builders, this can be an invaluable asset.

Castles allow you to get bigger and better troops and buildings: build them when you can. You MUST have a castle to build any dojo but you can build a mine,



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farm and border watchtower without one. Castles allow you to garrison your territory also. If you get attacked in a territory and you cannot win, you can pull some of your troops back to your castle and try to wait it out. The time you can wait before your troops get sick and die off depends on the amount of troops inside and the size of the castle.

Farms give you koku to buy and maintain things in your territory. You can also upgrade your farms to double the output of koku. You will upgrade 20%, 40%, 60% and finally 100%, which makes a big difference in your economy.





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## **Construction**

In this section, we will talk about the different tiers that are needed to build other buildings and troops. We will also discuss how long troop training will take in each as well as some prime times to build. At the back of this guide, you will find a build tree that will also help you to determine what and when to build what you need.

## **Tier of Building**

All the building tiers and what you are capable of building comes from the level of your castle. As your castle gets larger, your options on what to build become greater.

## **Structures and Bonuses**

This is one of the key features that need to be mastered in this game. You need to know what to build to get what troops. I will be going through and listing each of the buildings, what the upgrades do to improve them, what troops they can build with each upgrade and what other buildings can be built at each upgrade. All this construction rotates around the level of your castle, from no castle to the level 4 citadels. As your castle grows, so do your options of what to build, what to upgrade and what troops to train.

## **Castles**

This is the heart of your territory and without this, you are VERY limited as to what you can build. You are stuck building farms, mines and border watch towers only. These allow you to garrison inside the territory and hold out versus a siege.



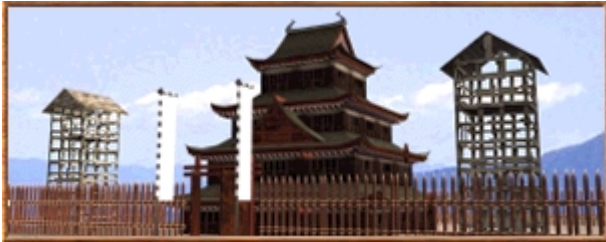
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## Castle



This castle allows you to garrison 4 units and build the following: Spear Dojo, Archery Dojo, Ninja House, Tea House, Tranquil Garden, Ports (near water), Armory and Large Castle.

## Large Castle



At level 2 you are allowed to garrison 8 units, build all as in level 1 castles as well as build famous spear dojo, famous archery dojo, Horse Dojo, Church (After you have a trade agreement with the Portuguese), Sword Dojo, Famous Armory, Sword Smith, Palace, Fortress.

## Fortress



This is the Tier 3 Castle. At this level, you are allowed to have 12 garrisoned troops and you can build all of the things you could at levels 1 and 2 plus the following: all the level 1 buildings can be built to famous, the famous at level 2 can be built up to legendary plus you can build the following extra buildings.



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Mine Complex, Portuguese and Dutch Trading Posts (After the trade agreement with the Portuguese and / or Dutch)

## Citadel



This is the final level of your castle and what a level it is. You are at tier 4 and you can now upgrade all your buildings to legendary, plus you can now build the legendary Geisha. At this level, you can build a gun complex (After the trade agreement with the Portuguese and / or Dutch) and the Geisha House. Your troops coming out of this territory after the upgrades are complete are of legendary status and strengths and your name will roar across the territories.

## Combat Unit-Producing Structures

Some of the buildings you build will allow you to train units to defend your territories and take over other territories from the enemy clans. We will walk you through each level of the military structures first and give you the requirements to build them, what units are produced and what bonuses they gain as the structure that builds them goes up in tier levels.

## *Spear Dojos*

The Spear Dojo is one of the first dojos you will want to build when you get a level one castle built. They are cheap, fast to build and can build military units in the form of Yari Samurai and Yari Ashigaru in one season.



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## Spear Dojo



The Spear Dojo allows you to produce Yari Samurai and Yari Ashigaru.

Requires: 4 Seasons  
500 Koku  
Castle

## Famous Spear Dojo



The Famous Spear Dojo allows you to produce the same units that the spear dojo allowed you to produce at +1 honor. If you have an armory in the territory, you can also build the Naginata units.

Requires: 4 Seasons  
500 Koku  
Large Castle  
Spear Dojo

## Legendary Spear Dojo





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The Legendary Spear Dojo allows you to produce Yari Samurai and Yari Ashiguaru at +2 honor and Naginata at +1 honor.

Requires:    4 Seasons  
                 500 Koku  
                 Citadel  
                 Famous Spear Dojo

### ***Sword Dojos***

The Sword Dojo only becomes available to clans that get the legendary swordsman event. When you get the sword dojo, you are allowed to train the No-Dachi swordsman and up your offensive powers.

#### **Sword Dojo**



The Sword Dojo allows you to produce No-Dachi swordsmen.

Requires:    8 Seasons  
                 1000 Koku  
                 Large Castle  
                 Legendary Swordsman Event

#### **Famous Sword Dojo**







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The Famous Sword Dojo allows you to produce No-Dachi swordsmen at +1 honor.

Requires: 8 Seasons  
1000 Koku  
Fortress  
Legendary Swordsman Event  
Sword Dojo

### Legendary Sword Dojo



Producing the pinnacle of hand-to-hand combat, the Legendary Sword Dojo allows you to train No-Dachi swordsmen at +2 honor.

Requires: 8 Seasons  
1000 Koku  
Citadel  
Legendary Swordsman Event  
Famous Sword Dojo (?)

### Archery Dojos

The Archery Dojo is another of the first to build dojos in a territory with a castle. They build fast and make archer samurai in one season to help back up your Yari footmen. No territory is complete without the Archery Dojo.



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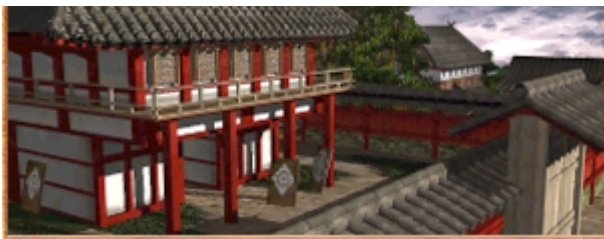
## Archery Dojo



Archery Dojo allow you to produce Samurai Archers.

Requires: 4 Seasons  
800 Koku  
Castle

## Famous Archery Dojo



The Famous Archery Dojo allows you to produce samurai archers at +1 honor.

Requires: 4 Seasons  
800 Koku  
Large Castle  
Archery Dojo

## Legendary Archery Dojo



Archers with +2 honor can be produced by the Legendary Archer Dojo.

Requires: 4 Seasons  
800 Koku



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Fortress

Famous Archery Dojo

## ***Horse Dojos***

Horse Dojos take a bit longer to build but will allow you to build the cavalry units like the Yari Cavalry, Cavalry archers and heavy cavalry with the building of an armory.

### **Horse Dojo**



The Horse Dojo allows you to produce cavalry archers, with an Archery Dojo, and yari cavalry, with a Spear Dojo.

Requires: 6 Seasons  
800 Koku  
Large Castle

### **Famous Horse Dojo**



The Famous Horse Dojo allows you to produce cavalry archers, with an Archery Dojo, and yari cavalry, with a Spear Dojo, at +1 honor as well as heavy cavalry, with an Armory.

**Requires:** 800 Koku





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6 Seasons

Fortress

Horse Dojo

### **Legendary Horse Dojo**



The Legendary Horse Dojo allows you to build all that the Famous Horse Dojo does but the Cavalry Archers and Yari Cavalry get a +2 honor and the Heavy Cavalry will now get a +1 honor when trained.

**Requires:** 800 Koku  
6 Seasons  
Citadel  
Famous Horse Dojo

### ***Buddhist Temples***

If you choose the way of Buddhism, you will want to build a Buddhist Temple so you have access to one of the most potent foot troops available, the Warrior Monks.

### **Buddhist Temple**





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The Buddhist Temple allows the training of warrior monks, one of the most feared warriors on the battlefield.

Requires: 10 Seasons  
1500 Koku  
Large Castle  
Tranquil Garden

### **Famous Buddhist Temple**



Famous Buddhist Temples allow the production of warrior monks at +1 honor.

Requires: 10 Seasons  
1500 Koku  
Fortress  
Buddhist Temple

### **Temple Complex**



The Temple Complex allows the training of warrior monks with +2 honor.

Requires: 10 Seasons  
1500 Koku  
Fortress  
Famous Buddhist Temple



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## Church



With the convert to Christianity, you can build the church, which allows the training of the Jesuit Priests.

Requires: 6 Seasons

800 Koku

Large Castle,

Port

You must have a trade agreement with the Portuguese or Dutch.

## Assassin & Spy Producing Structures

Diplomacy, assassinations and spying are a very important part of Shogun. You need to spy to know what the enemy is doing in the next territory and when a general is too powerful to kill in battle, you may need to do it in his sleep with a ninja or Geisha. Sometimes, you may not be in the best position to defend or attack so you turn to the emissary to talk the neighboring daimyo clan out of attacking and into an alliance. This is where the Ninja, Geisha, Emissary and Shinobi come into play. Though not battle units, they can turn the tables of war.



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## **Ninja Houses**

Get this as soon as you can. Don't go out of your way and short yourself defense but this is a very important building because you can now train the legendary ninja.

### **Ninja House**



The Ninja House allows the production of ninjas.

Requires: 6 Seasons  
800 Koku  
Castle

### **Infamous Ninja House**



The Infamous Ninja House allows the training of ninjas that start with 1 kill.

Requires: 6 Seasons  
800 Koku  
Fortress  
Ninja House



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## ***Tranquil Gardens***

Clans start with one of these in the beginning and there is little to no reason to build another unless you lose the first. This will let you train emissaries to carry out diplomatic treaties and spying.

### **Tranquil Garden**



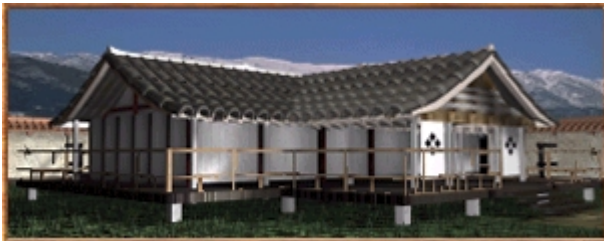
The Tranquil Garden allows the training of emissaries.

Requires:    4 Seasons  
                 500 Koku  
                 Castle

## ***Tea Houses***

The Tea House allows you to train the famous Shinobi, one of your number one spies. These are very important if you choose the road of diplomacy.

### **Tea House**



Tea Houses allow the training of shinobi.

Requires:    4 Seasons  
                 500 Koku  
                 Castle



## Famous Tea House



The Famous Tea House allows the training of shinobi with +1 honor.

Requires: 4 Seasons  
500 Koku  
Large Castle  
Tea House

## Legendary Tea House



The Legendary Tea House allows the training of shinobi with +2 honor.

Requires: 4 Seasons  
500 Koku  
Fortress  
Famous Tea House

## Geisha House

The Geisha is one of the most feared diplomatic ninjas ever. With this house, you are allowed to train the Geisha and put fear into the hearts of other Daimyos.



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## Geisha House



The Geisha House allows the training of ninja at +2 kills as well as the legendary geisha.

Requires:     8 Seasons  
                  1000 Koku  
                  Citadel  
                  Legendary Tea House  
                  Infamous Ninja House

## Bonus Providing Structures

Some of the structures you build provide a service or a bonus to units build in the territory that the structure is built in. While not all of them are a necessity, they are nice to have around if you can afford the time and money to build them.

### ***Towers***

Towers are a great way to know what your enemy is doing across the territorial line. When you build a border watchtower in a territory, you are allowed to spy on any neighbors and if you upgrade to a boarder fort, you now have a counter spy also. This is very good because the units that do this can be assassinated but to stop a tower, you must take the territory.



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### **Border Watch Towers**



Border Watch Towers act as a spy in neighboring provinces.

Requires: 4 Seasons  
400 Koku

### **Border Forts**



Border forts act as a shinobi in neighboring provinces and act as a counter spy in the province they are constructed in.

Requires: 4 Seasons  
800 Koku  
Border Watch Towers

### ***Palaces***

Morale is an important part of any battle. If your troop morale fails, they will flee the battlefield and you will lose that battle. If your general in battle falls, you lose 1 point of moral and if a troop is losing badly, you lose morale. The Palace will give any unit build in it a +1 morale at level 1 up to a +3 at the Legendary Palace. Any territory can build a palace as long as you have a castle of the appropriate level.





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## Palace



The Palace increases the morale of all troops which are trained in the province they are constructed in by +1.

Requires: 8 Seasons  
1000 Koku  
Large Castle

## Golden Palace



The Golden Palace increases the morale of all troops which are trained in the province they are constructed in by +2.

Requires: 10 Seasons  
2000 Koku  
Fortress  
Palace

## Legendary Palace





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The Legendary Palace increases the morale of all troops which are trained in the province they are constructed in by +3.

Requires: 12 Seasons  
3000 Koku  
Citadel  
Golden Palace

## ***Armories***

Armories are an important part of any territory that can build them. To build an Armory, the territory must have iron sand deposits and a castle but the extra armor bonus will help your troops to stay in battle longer and take fewer casualties. You start at a +1 to your armor and this will increase with the upgrade of your Armory till you get to the legendary +3 armor.

### **Armory**



Armories increase the armor by +1 in the province that they are constructed in and allow the training of heavy cavalry in famous horse dojos as well as the training of naginata in Famous Spear Dojos.

Requires: 8 Seasons  
1200 Koku  
Castle  
Iron Sand Deposits



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### Famous Armory



Famous Armories increase the armor by +2 in the province that they are constructed in and allow the training of heavy cavalry in Famous Horse Dojos as well as the training of naginata in famous spear dojos.

Requires: 8 Seasons  
1200 Koku  
Castle  
Iron Sand Deposits  
Armory

### Legendary Armory



Legendary Armories increase the armor by +3 in the province that they are constructed in and allow the training of heavy cavalry in Famous Horse Dojos as well as the training of naginata in famous spear dojos.

Requires: 8 Seasons  
1200 Koku  
Castle  
Iron Sand Deposits  
Famous Armory



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## **Swordsmiths**

One of the upgrades to your troops is the event of better weapons. When you build a Sword Smith and then build a troop, they will be at a +1 weapon factor. This can increase the efficiency of battle a bit and make a losing battle winnable. When you improve the sword smith, you get a +2 and +3 increase to the troops built in that territory. Any territory can build a sword smith if the castle is upgraded enough.

### **Swordsmith**



Swordsmiths increase the attack power of all units that are trained in the province that they are constructed in by +1.

Requires: 8 Seasons  
1200 Koku  
Large Castle

### **Famous Swordsmith**



Famous Swordsmiths increase the attack power of all units which are trained in the province which they are constructed by +2.

Requires: 8 Seasons  
1200 Koku  
Fortress



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## Swordsmith

### Legendary Swordsmith



Legendary Swordsmiths increase the attack power of all units which are trained in the province which they are constructed by +3.

Requires: 8 Seasons  
1200 Koku  
Citadel  
Famous Swordsmith

### Troops Produced With Structures

Below is a list of all the structures that can train troops in the game of Shogun. Some require that other buildings or events happen prior to you being able to build them and that is discussed above in detail. This chart will provide you with a quick reference to what each building trains without all the details.

Spear Dojo:	Yari Ashigaru, Yari Spearmen, Yari Cavalry (with a Horse Dojo) Naginata (with an armory)
Archery Dojo:	Samurai Archers, Cavalry Archers (With a Horse Dojo)
Horse Dojo:	Yari Cavalry (With a Spear Dojo), Cavalry Archers (With an Archery Dojo), Heavy Cavalry (With and Armory)
Sword Dojo:	No-Dachi
Temple:	Warrior Monks



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Tranquil Garden:	Emissaries
Ninja House:	Ninja
Tea House:	Shinobi
Church:	Jesuit Priests
Portuguese Trading:	Arquebusiers, Musketeers
Dutch Trading:	Arquebusiers, Musketeers
Geisha House	Geisha

## ***When to Build***

There really is no law on what to build because every game is different and your needs will be different. I will just tell you the basics on how to get started building and what to focus on in the beginning and you can carry it from there. I start with farms and mines if you can build them. When your farms are at +40%, switch to the castle and then have the Archery and Spear Dojos ready to go after that is done. Now, build a couple of men to defend and get your farms up to +60% followed by a port if you can. If not, time to move the castle to a large castle and continue on. Keep building your money makers and some troops till you are pulling in all the money you can, money is scarce in war and this one is no different. After the money is in, get your Armory and Swordsmith going. Then build some unit producers and they will have better armor and weapons when they start.





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## ***Units***

Below are the various troops you can recruit and the requirements needed, like the structures and the special events. Many of the units below need a combination of things like an Armory and a Spear Dojo while others only need one thing. This will give you a quick breakdown so you know what you need to build to get the troop you always wanted.

## **Troop Descriptions and Requirements**

Troops fall into 4 major categories. Melee, missile, cavalry and espionage. Melee are the footmen that walk into battle waving weapons like spears and swords. The Missile users and the ones that sit back and rain down arrows and bullets to kill from afar. The cavalry ride horses that charge into the heat of things and mow down the opposition with speed and efficiency and last but not least are the spies, assassins and diplomats. These fall into a category by themselves because they do not do their battles on the battlefield, they do it behind the scenes in the form of words, poisons and attacks from the dark.

### **Melee Troops**

Melee troops are extremely important. These, along with good strategy and planning can make you Shogun, while missing one of these will make you dead. When all else fails, bring your army.

#### ***Yari Ashigaru***





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These are the conscripts that are recruited from the peasant population. They wear light armor and wield yari long spears in battle. These units are best vs. cavalry units and make sure you keep them together in battle.

Requires: Spear Dojo.

### ***Yari Samurai***



Yari Samurai are the mainstay of your armies. They are fairly effective vs. any opponent but work best against the Cavalry units.

Requires: Castle, Spear dojo.

### ***Warrior Monks***



Warrior Monks are the toughest and well-rounded footman in the game. They strike fear into the hearts of other melee troops unless they follow Christianity for a religion. Buddhists are afraid to engage the Warrior Monk for fear of religious consequences.

Requires: Buddhist Temple





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## ***No-Dachi***



The No-Dachi are one of the ultimate in shock troops. When they charge the ranks of the enemy, they pack a punch with their two handed swords. Only light armor protects the bodies of these warriors so casualties in their ranks can be high while they dish it out.

Requires: Large Castle, Sword dojo

## ***Naginata***



These short spear wielders are the kings of good defense. They have heavy armor and can be well rounded when fighting most any other troop class. They move slow on the battlefield but can stand in the way of danger to protect your weaker archers and gunners.

Spear Dojo, Armory

## ***Cavalry***

When you need to charge in and get the job done fast and pack a punch when you do it, the cavalry is your troop selection. They are fast and strong with one weakness, they cannot hold up against the Yari Troops.



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## ***Yari Cavalry***



Cavalry with the yari spear can be a devastating force against other types of cavalry and non-Yari footmen. Fast on their steeds, they can be quick to break an enemy formation and over run the archers.

Requires: Horse Dojo

## ***Heavy Cavalry***



Heavy Cavalry are early Japan's version of the tanks. They are mounted, have heavy armor and carry swords into battle. If you see these charging you and you do not have Yari troops or gunners, RUN.

Requires: Large Castle, Horse Dojo, Armory

## ***Ranged Troops***

Ranged troops are the key to killing off charging troops before you actually have to go toe to toe. Get enough archers and gunners, and you may not have to fight at all but beware, they have limited ammunition, light on armor and low on melee skills.



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## ***Samurai Archers***



These archers are the first you should receive; they only need the Archery Dojo and 1 season to train. These archers are relentless when they get some skills and can devastate slower troops with a rain of arrows.

Requires: Castle, Archery Dojo

## ***Cavalry Archers***



Strike fast and retreat is the way of the Cavalry Archer. Use these units to get in, shoot a couple arrows, run back, rinse and repeat till the arrows are gone. This is an excellent way to keep the enemy troop numbers down.

Requires: Horse Dojo, Archery Dojo

## ***Arquebusiers***



The first and weakest of the gunners, these gunners do massive damage but fire VERY slow and cannot take a beating from enemy troops. If it rains or snows,



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you will not fire with these guys so only attack on sunny days. When the ships come in, the guns come with.

Requires: Fortress, Trading Post

### ***Musketeers***



This gunner is capable of operating in rain and snow and has better range and a higher rate of fire than the Arquebusiers. Also slow and lightly armored, they cannot take punishment very well from foot troops and cavalry.

Requires: Fortress, Trading Post

### **Assassins & Spies**

These units play a very important part in the war if you decide that you want to be diplomatic and sneaky. Even if you are just a warmonger, you can use these units to set up your troops and to see what you are charging into before you do. Just remember, while you are spying and assassinating, your opponent is doing the same back to you. Use border forts and Shinobi to defend against it.

### ***Emissaries***



Emissaries' only purpose is to spy on your neighbors and to meet with other Daimyos to discuss treaties. They are very susceptible to the ninja but are also cheap to train.





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Requires: Tranquil Garden

### ***Shinobi***



The Shinobi is a spy and policeman in the same body. They can go to enemy territories and spy or cause discontent to the enemy's population. They are also capable, if kept at home, of increasing the moral of your territories.

Requires: Tea House.

### ***Ninja***



Ninjas are the spy and assassin combo. If that general is just too tough to kill in battle, send in the ninja to take him out in his sleep. Ninjas gain experience and honor for each successful kill, making the next job that much easier. If you think that general is safe, he isn't.

Requires: Ninja House

### ***Legendary Geisha***





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Masters of the assassination, these women will live with the enemy daimyo and make attempts at his life. The only thing that can be done about this is to send in a high level ninja to try to dispatch the geisha or send in another geisha.

Requires: Citadel, Infamous Ninja House, Legendary Tea House.

### ***Jesuit priests***



When you turn to Christianity, you can train the Priest. The Priest is used to go from territory to territory to convert the population from Buddhism to Christianity so revolts are almost non existent.

### **Troop Bonus Vs.**

This section will go over what troops to pit against what troops in general terms. Things like rain, snow and terrain affect these guidelines but this will work for the most part. Just remember to use the weather and terrain to your advantage like described in other sections of this guide and there are very few battles you wont win.

Yari Ashigaru:	These troops have a good bonus vs. Cavalry.
Yari Samurai:	Yari Samurai are great vs. Cavalry and good vs. other Yari and Missile troops.
Samurai Archers	Good vs. any troop other than Heavy Cavalry. Keep them Away from melee and they are good.
Cavalry Archers	Good vs. slow troops like foot soldiers. Keep away from Cavalry
Warrior Monks	Great vs. Ashigaru, Yari Samurai, Archers and gunners.





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	Keep away from Cavalry and No-Dachi
Arquebusiers	Good vs. all troops, great all around but stay out of melee. If It rains, your not shooting so get off the field.
Naginata	Good vs. all troops again. Great protection for archers
Heavy Cavalry	Great vs. all non-Yari troops, VERY bad vs. Yari.
No-Dachi	Great vs. all non-cavalry troops. Poor vs. Cavalry
Musketeers	Good vs. all troops, great all around but stay out of melee
Yari Cavalry	Great vs. archers, heavy cavalry, warrior monks and No-Dachi.



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## ***General Battle Tactics***

As in all real-time strategy games, there are battle tactics that just work. Below, I will walk through these tactics starting with General Tactics, Troop balance, then the formations and finally a lesson on how to use the land. I have found that I can take a smaller army and clean up on a far superior force (within reason).

- 1: To start, use the land. Never charge up a hill when the enemy is at the top; you will only come back down in a body bag.
- 2: If you are defending, get on top of a hill and guard it from all sides; the enemy is not stupid and will come in from the back.
- 3: Do not attack a river territory unless you have twice the normal number of men needed to take a normal territory; bridges are EASY to defend.
- 4: When defending a territory with a river, make sure to have plenty of archers, they can pick the enemy off before they cross the bridge at all.
- 5: Do not attack castles for they will fall with time. Let them.
- 6: Mix your troops; there is nothing worse than having all spearmen to see your enemy has all No-Dachi and all you needed were some archers and cavalry and the day would have been yours.
- 7: Keep your archers in the front as long as you can; no good having your cavalry getting hit with their archers while out of range of yours.
- 8: When defending, set a position and hold there. Do not chase across the battlefield at retreating forces. If they want to fight again, they will come to you again. If you chase, you will get set upon by more troops and then you will be fleeing, if you can.
- 9: NEVER let cavalry charge your archers; this is devastating. Have some Yari troops around to cut off a cavalry charge.
- 10: Keep an eye on what your troops are fighting. If something comes in that will clean you up, back up and bring in a counter to that force.
- 11: If you are losing a fight and you are defending the territory, go into the trees and hide. The enemy will stand around till time runs out and you will win.



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12: When you are attacking an army with a lot of arquebusiers, try to plan the attack with rain so they cannot fire their guns. To have a better chance at this, attack in the spring.

13: Don't attack in the winter unless you REALLY need to...the timer just buzzes by and you probably won't win because of this unless you attack a much smaller force.

14: Unless really needed, leave your taxes at normal till you build up a high loyalty or you have some Shinobi running around to quell any rebellions and raise the loyalty.

16: Use the Heavy Cavalry and the No-Dachi for what they are made for: SHOCK TROOPS. Charge them into the formations and the formations will usually break. I have used my Heavy Cavalry to break even Yari Samurai formations. They will turn back and fight and kill you off, but for the effect of a quick shock there is no substitute. If you can use your Heavy Cavalry to hit the archer lines and your No-Dachi to hit the incoming spearmen, you will devastate the opposition.



## Troop Balance

Some troop combinations just work good together while others do not. I have found that some combinations are almost a sure win against anything and the more different kinds of troops you can throw in an army, the better off you will be. It's better to have a few of everything than to have none of what you really need to take a battle. Whatever you do, do not ever forget the archers and yari troops; they are your mainstay.

I have found that the best combination is to have a combination of missile, footmen, cavalry and some shock troops. If you need to do a lot of damage and you are outnumbered, the Warrior Monk is great but if you have the field in terms of force, a well balanced army can make your casualties a lot smaller. One of the best defenses for the missile user is the Naginata and Yari Samurai combo. The Yari will knock down any cavalry and the Naginata will stop any non-cavalry troop. If you do not have the Naginata yet the Warrior Monk will fit the bill to a lesser extent.

Use the cavalry archer. They don't have a lot of shots till they are out of arrows but they can wreak havoc on the slower spearmen prior to a melee confrontation. Send them in, let them shoot a few shots, RUN them back so they cant be attacked, and shoot some more. When you are out of arrows, run them off the field of battle so you don't lose them; they don't fight very well.

If you need to get to the other side of the battlefield fast to kill a group of harassing archers, none will be better than the Yari Cavalry. They are fast and can pack enough punch to make any archers run with their tails tucked. Be careful when doing this however. If the enemy is alert, you may run your cavalry into a protecting wall of Yari Samurai and you will lose this.



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The No-Dachi are a GREAT way to break the formation and charge of the enemy. When these giant 2 handed swords hit the front line of the enemy, they will scatter and usually falter in their morale. When you have one of your enemy units down in men and they look like they are about to flee but just need that extra push, the No-Dachi will push them for you. Keep the No-Dachi away from any cavalry however; they will succumb very quickly to the yari cavalry or heavy cavalry.

When you get the Dutch to give you ports, get some musketeers. They are VERY helpful when dealing with the heavy cavalry and can easily take down most units. Just keep them away from the heat of melee battle because most anything will kill them in hand to hand. Again, back these up with archers, Yari and Naginata and most anything will drop.

The Emissary is a good way to just learn what the other guy has in his back territories. They move one territory per turn and when they sit in a territory for a turn, they give you all the information on the troops there.

The Shinobi is neat in a way that you can use him to spy and when loyalty is low in a territory, you can have him work on making them revolt. Just his presence alone will make loyalty in an enemy territory go down and when he is in your territory, he is an anti spy and he will increase your loyalty by policing.

Next comes the Ninja, who has the ability to turn the war in one kill. Ninja are pretty weak unless you build them up in honor and to do this you need kills. Kill enemy level zero generals to build the honor up. When it is high, wait for that one general that is causing you trouble and assassinate him. Ninja only have a certain percent chance to do the kill.... Don't even bother unless it's over 40%, not worth the chances that you will lose the ninja and gain the hate of the Daimyo you attempted to kill.



The Legendary Geisha is one heck of an assassin. Put her on a daimyo and you can almost count on him dying unless he sends a high level ninja or another Geisha to kill yours. Nice thing is, if the Geisha fails, the Daimyo cannot attack her because of the belief that you do not attack a woman so she can try again later.

## Formations

The formations in Shogun are basic ways to set up your troops to get the most effect from them when they tangle with the enemy. The 3 basic unit formations are the Close formations, the Loose Formation and the Wedge formation. Then when you are in battle, you can change your group formations to the Single Line formation, the Defensive formation, the Square Formation, the Left Hand Offensive, the Center Offensive, the Right Hand Offensive, the Skirmish Center, the Skirmish Right and the Skirmish Left. Each of these can spell victory or defeat so get to know them and how each is used. I will give you some basics on these in this guide so you will have a general idea on which one is used in which situation.

## Using the Land

This is one of the most important parts of the game in terms of the actual battles. If you don't use the land for what it has to offer, you will make every battle that much tougher to win. Use the land, and you will take minimal losses and walk through battles when you should have lost it all. Using the land consists of using rivers, hills, trees and cliffs to make your enemy break up and do what you want them to do.

First is the river. When you fight in a river territory, you have one bridge that you can cross to get to the troops on the other side. The trick here is to have archers ready with some footmen to protect them if you are the defender. As they cross





the bridge, let loose with the archers and wait. When they cross to the other side of the bridge, charge with the footmen. By the time they get all the men across, there will not be enough men to even hurt you much less all the footmen coming at them. Most times, the enemy will flee here. If you are the attacker, get the cavalry and No-Dachi / Warrior Monks out. First thing to do here is to charge the archers with the cavalry to stop the shooting and make them run. Watch out when doing this though, there will be some Yari Spearmen coming your way. That is what the No-Dachi / Warrior Monks are for. Let the spearmen come and cut them down with the No-Dachi / Warrior Monks. Don't let them get to the cavalry if you can; the cavalry already have a mission to stop the archers. Be prepared to lose men when attacking a river territory, there is just no way around it but this will help you to take it without losing a great deal of them. Another thing, when you attack a river territory, come with double the manpower you think you would really need.

Hills are the friend of both sides of the battle and the enemy. The army on top of the hill has an advantage over the ones coming up in that they will hit more, kill more, be less fatigued and move faster. When you charge a hill, your troops move painfully slow and they do not fight well up the hill. When an enemy has the hills, look around for a back way up there. Usually you can get on an even keel with them to attack straight on if you look. If need be, get behind some trees to minimize the archer damage while you circle. The troops that shine in the hills are the archers. They can shoot further and hit more when they are on a hill shooting down so don't try to charge up to them thinking that it is an easy kill. Keep your distance and keep covered.

Cliffs are not climbable and therefore troops can be split up on them so be careful. One thing that I find is that when you tell troops at the bottom to come around to the top, they will hang up on the cliff and have troubles moving. I have lost battles with 2 or more of my units doing this when I needed them to route



something that was attacking a vulnerable unit. One of the good things is that this happens to the enemy also, so take advantage of it. Micromanage your troops around this obstacle and you may hang the enemy up, opening up his vulnerable missile shooters.

Flatlands have nothing strategic except the possibility of some trees. This is where the Cavalry shines. If you are the defender of the territory, you should have some Yari cavalry and spearmen with the occasional Heavy Cavalry for shock. If you are attacking this territory, you want A LOT of cavalry of all sorts, not forgetting the cavalry archers. In the attackers view, CHARGE. Lead in with your footmen and charge like crazy with your Yari Cavalry and your Heavy Cavalry. Have your Cavalry Archers lead the whole thing with its hit and run tactics with the bow. Out here in the open, this is a wide field and anyone can take it.

Forests are great in that anything in them is concealed and harder to hit with arrows. This is where you want your archers to be if you can because they can fire out without trouble but the arrows coming in are semi blocked. Another good thing about the forests is that if you are going to lose the battle, you can hide some troops in the forests, have the others leave the field and wait out the timer. I have won many a losing battle this way; cheap but effective. If you cant beat them out, starve them out.



## **Territorial Strategy**

In this section, we will go through each and every territory to give you a screenshot and some strategy on the places to start and places to take to have the advantages spoken of above. There is an attackers view (RED) and a defenders view (BLACK) of each territory. These of course could vary depending on your troop makeup but these will be for a balanced group of footmen, archers and cavalry.

## **Territory Troop Placement and Strategic Points.**

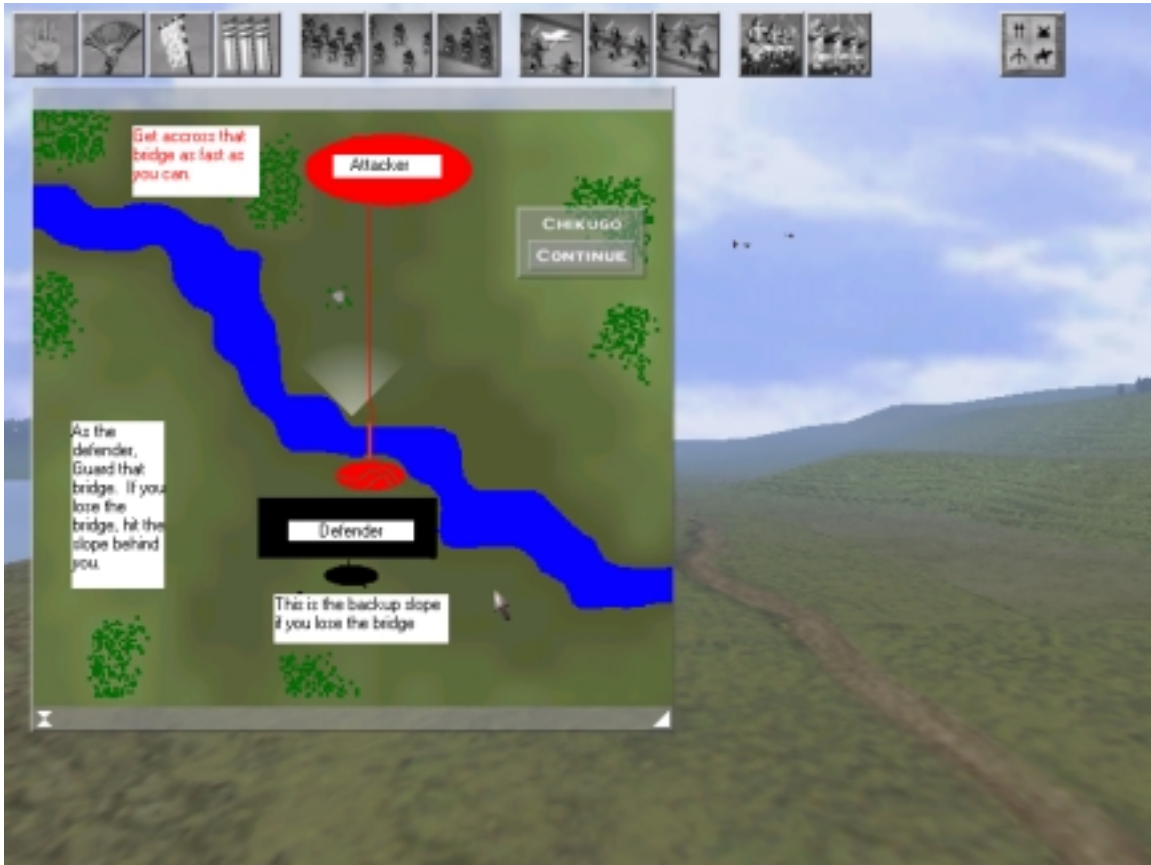
Here is where we will go through each territory to determine where you should begin as a defender and an attacker. This will not go through what to do with your troops as your troops will be different each time you play but in the next section, you can see the strategic points in each territory.



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1)

**CHIKUGO:**



The key to Chikugo is to hold or take the bridge. To hold it, place your archers so they can shoot just short of the other shore and keep your footmen ready to intercept any charges. To take the bridge, place your archers on the very edge of the water to cover your men and have them CHARGE the other bank.



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2)

CHIKUZEN:



In this territory, your key as the attacker is to get on top of a hill before the defenders can secure it and as a defender, go to the left to defend the big hill but if you are beaten to the ridge, cut to the right of your start and take the trees and hill there.



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3)

**NAGATO:**



This territory has two defensive spots on it in the form of two out jutting hills. Get your troops on these hills and hold them with archers. Attacker, Get to the right and on top of the hills and run along the edge to stay on high ground for the attack. Don't let your troops get separated climbing the hills. Use the trees on the right to regroup before the final charge.



4)

**HIZEN:**



This has two ways for the attacker to get to the defender. You can take the right and take out the cover fire from archers and use the cover of trees and hills to get to the main army or you can go left and avoid the cover fire, use the two sets of trees and charge along the slope. As the defender, you need to get your cover fire up and put some shock troops on the left to guard against an attack from that direction. Guard the archers in the trees with some spearmen and back the archers off when they are in danger.



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5)

IYO:



Iyo has a great advantage for the defense. If you go to the left, you can get into a group of trees that overlooks the ridge that the attacker needs to skirt or come up. If you have archers on the ridge, you can devastate them before ever going hand to hand. Attacker: Go left and charge the trees, this is your only hope. You need to get to the archers as fast as possible or you will be chewed up. No matter what, you are at a great disadvantage so come with a strong force.



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6)

TOSA:



Here is a good territory for your archers to shine on both sides. The defender has a ridge to shoot off of but the attacker has tree cover to fire from. The defender needs to hold the ridge here while the attacker needs to come up and around to the right to get at the defenders flanks.



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7)

HIGO:



This is a tough one to defend but nice one to attack. About all the defender can do is stick on the southern ridge and try to hold it. The attacker however has a lot of cover in the trees to the left to make a charge against the defense. Head south and then west to hit the defender in the flanks.





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8)

**BUNGO:**



This territory is another with a nice group of trees overlooking a hillside. Use the trees and height advantage as a defender. If you're the attacker, you can come from the left or right to attack. If you go right, you will be under more archer fire but will engage faster while the left is less guarded but will take awhile to get to the defender.



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9)

**BUZEN:**



In Buzen, the defender has to put out a point group of archers in the trees straight ahead from the start so they shoot down the hill from the cover of the trees. The attacker can come from all three directions although the right is the best that I have seen so far because there is more cover in this direction.





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10)

SHINANO:



The key for the attacker is to get control of both sides of the valley and make sure the defense does not get control, or they'll have a great advantage with the open area around, and the abilities to shoot from the cover of trees, down a slope into these open areas. The defender of course needs to get control of one of these tree slopes to get the advantage here.



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11)

MINO:



Well, here is your introduction to the cliffs. If you get your men too close to them or try to go from the bottom to the top of the hill and a cliff is in the way, your men will hang up on the cliff and separate, making your battle SOOO much tougher. Attacker: Pick a direction of right or left and watch the cliffs, hit the trees and charge down on the defender. Defender: Move forward to the tree patches to the left or right. Try to coax the attacker into the cliffs so he will separate his forces.



66

12)

OWARI:



This area has two bridges to defend. As the defender, you have to take the hills right in front of each bridge and rain arrows down on the river. Keep a couple of spearmen and cavalry ready to intercept a charge off the bridges. Attacker: You need to cross the bridges fast and the best way is to split up your forces and take them both at the same time. When you get across, you need to attack the hills and for the defender off them to get the rest of your forces across.



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13)

**SURUGA:**



Suruga is tough to attack because the defender has the double advantage again. They have a group of trees on a hill overlooking a valley. Defender: Get the trees on the ledge to the right and rain down death from above with your archers. Have some cavalry behind the scenes to attack any that come to close and your spearmen cant handle. Attacker: Head to the right, you need to get in the trees as fast as possible or you will never see hand to hand combat. You are hurting right off the start in this one and that is your only chance.





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14)

IZU:



Izu is anyone's ballgame. Defender, you need to stay in the center on the ridge but protect your flanks as always. Attacker: Pick left or right and use the trees to come in close to charge the defender's flanks. DO NOT go up the middle, this will cause you to lose WAY too many men and you will more than likely lose the battle.



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15)

AKI:



The attacker here is at a small disadvantage. The defender can take up refuge on the slopes and there is but a small ridge to do a flank on them, making most of your troops come up hill to get to them. Defender, take the hills behind you and be patient, let the attacker climb to you.

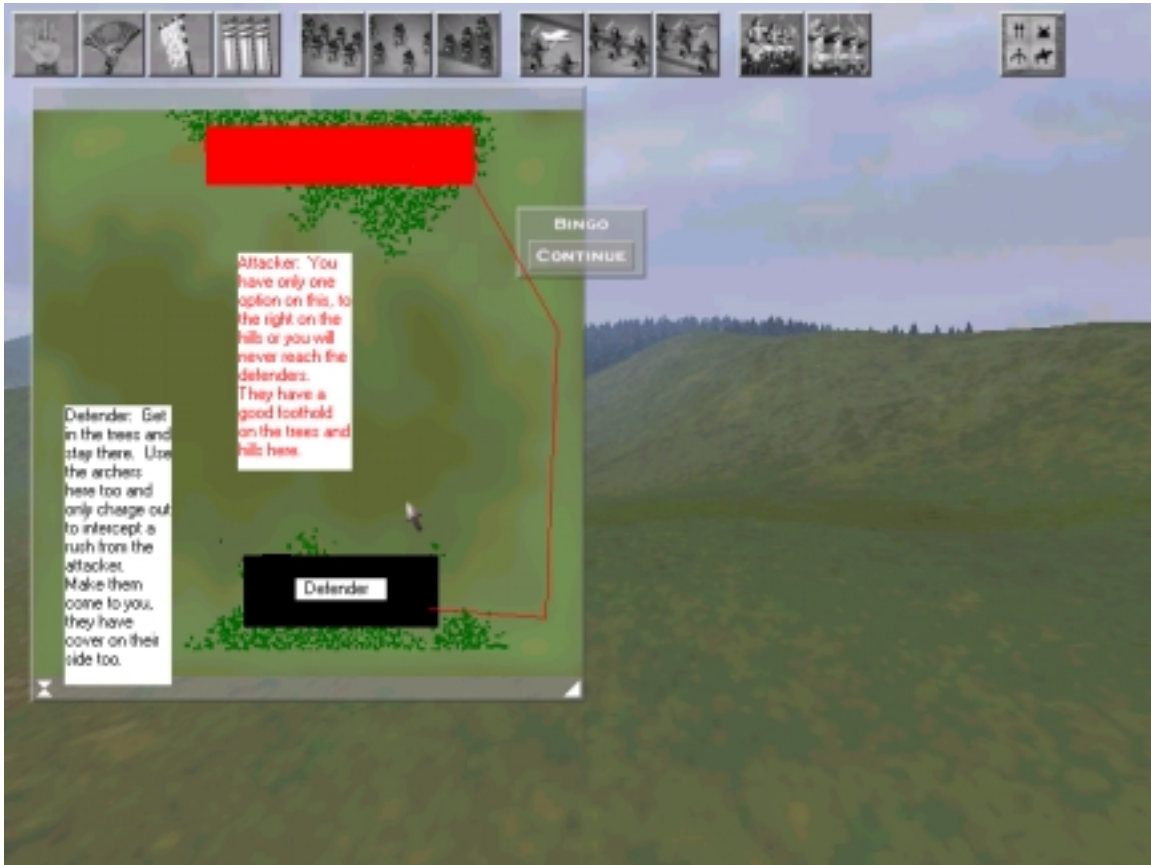




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16)

**BINGO:**



The attacker on this one has a tough time too. By the time the battle begins, the defender has a foothold on some hills and trees and there is but one way for the attacker to even come close to fighting on the same ground. There is a small ridge to the right to skirt on and then it opens up a bit to the south. Use the skirt to try to get a side attack on the defender. Defender: Just hold your group in the trees and pick off the groups as they come.



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17)

**SANUKI:**



Defender has two options here. Stay close to the start point and fight from some trees overlooking a valley or go left and make the attacker come to you. To the left is a tougher one to defend but the attacker has a long run to get to you and will tire while the one near the start is just the opposite. Attacker, Go to the trees to the right and mount your attack from here. You have some long open runs to get to the defender.



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18)

**BITCHU:**



Defender rocks here with archers. Put them on the hill in front of the bridge and let the arrows fly. Have some footmen to intercept any charges that may make it across and if you lose control, back up some to the hills and trees. You have two defensive areas that you can hold. Attacker: Cross the bridge and get the archers off the hill. Charge as fast as you can to get control of the defenders side and then chase them to the hills. Bring A LOT of extra men, as you will need them.



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19)

KAWACHI:



Another river territory. This one is a BIG advantage for the defender. They have nothing but hills overlooking the river so the archers will get a big advantage. Attacker: Bring about three times the normal amount of me unless you feel you can get some heavy cavalry across quickly. You will hurt for taking this territory unless you heavily outnumber the defenders.





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20)

TAJIMA:



This is a very equal territory for the attacker and defender. As the defender, set up some archers in the trees to the north but other than that, just fight it out and hope. Attacker, stay grouped and move in formation so you stick together. Then charge at the end. Stay high on the edges of the map so you fight on equal ground with the defender. DO NOT go up the middle or you will give up your equality in this territory.



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21)

**TAMBA:**



Tamba is nice for the defender but not a sure win. The defender needs to go left and take the trees and hills there. Make sure your archers cover the perimeter. Attacker, you can go straight at the defender and get into the trees this way but you will cover some open ground to do it. My suggestion is to go left and use the outcropping of trees that the defender is hiding in to cover your self from archer fire. Once in the trees, get ready and charge.





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## General Territory Strategy Overview

Above is a list of the 21 territories and the strategies for both the attacker and the defenders. In this section, I will go over the general strategies that were used above to help you to take any territory. I will give you some insight on how to use the land, cover and pinch points in the land to make your enemy cringe and flee for the hills.

The first thing you need to do is use the in game mini map when you enter battle. This little map will show you all the high points, low points, trees, buildings, rivers and bridges and it is invaluable when you are setting up your strategy before the battle begins. Use the arrow in the right hand corner of the mini map to pull it out and enlarge it for easier use. Study it and if possible, use a pen and paper to figure out which directions you will take to conquer the opposing forces. Below, I will go over the landscape that is in Shogun and tell you how to use it to your advantage.

**Bridges:** Bridges are a pain for the attacker. Any territory with a river and bridge almost always requires two to three times the number of attacking men to take it because your men can only cross two by two. You need to get your men to the other side of a bridged river as fast as possible or try to lure the defender to your side, which is not an easy thing to do mind you. Use Cavalry when attacking, heavy if you have them. They cross fast; they can outrun the intercepting spearmen to hit the archers to allow your other troops to cross without the arrows raining down on them. Defenders on the other hand need to get archers in position so they cannot hit the other bank but can rain down arrows on the bridge itself. When the attacker is coming across in pairs, you can pick them off quite well with your ranged units. Be ready for that charge mentioned above. Place spearmen on the side of your archers so when the cavalry come across, you can intercept them on a moment notice. Remember, your archers can hardly damage the heavy cavalry with the armor they wear so keep the cavalry away.



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**Hills:** Every territory has hills. From a defensive standpoint, they are your friends; from that of the attacker, you will learn to hate them. When you are on top of a hill fighting down, you have a pretty good advantage over the opposing force along with the fact that they got worn out climbing to get to you. Make the attacker come to you if you have a hill to stand on. On the other note, hills are good for you to hide from archers so you can get close enough to rush them. If an area is REALLY hilly, your cavalry are really put at a disadvantage because the charge is cut down. Climbing up a hill is VERY slow and wears you out a lot. Even at a run, you will not move at faster than a snails pace which will give the Yari troops at the top of the hill an easier chance to overtake you.

**Trees:** What hills are to cavalry, trees are to archers. When you have a group under archer fire and you can get to the trees, get there. Your losses will be cut WAY down and you will let the enemy archers blow off all their ammo in the trees making them easy pickings. If you are defending a group of trees, your archers do not have ANY trouble shooting out so make them come to you if you can. Trees are also great for getting close to the enemy without taking fire. Just go around the backside of the woods and charge through to the enemy. This will take their archers out of the battle for a good amount of time and you can possibly get in close enough to take the archers out before they do too much damage.

**Cliffs:** Cliffs are a pain on either side. When you get to close with an army, some or all of them will get hung up on it. When and if they do find a way around it, they will in single file, making them easy to pick off. If you can force the opposing forces up or down a cliff, do it. More than likely you will cut the forces in half and dealing with thirty men now and a trickle of the last thirty is easier than taking on sixty in one shot. Cliffs also give your archers a great range advantage and I have had my archers use all their arrows before the opposing forces have



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even gotten to me. Believe me, when you do that, there isn't much left of that opposing force.

**Open Plains:** Not much cover, just a few rolling hills make the open plains a cavalry heaven. This is where the cavalry units shine, being able to charge into the distance and wreak havoc on the opposing forces is great but the casualties from being in the open can be great also. I prefer to stay out of the open unless I already have the opposing forces in battle and I want to get my horsemen there REAL fast. Footmen on the plains are dead footmen so keep them in the cover unless you are chasing a retreating force. This is about the only strategic value of the open areas.

**Buildings:** In some of the territories, you will have some buildings. They really don't hold much value except to block the occasional arrow volley. If you are under fire, you can hide behind them so save some of your men but not all because the buildings in here are small.



## Charts & Graphs

To show you a quick build and troop attack summary, I have put together a few charts and graphs for quick reference. One is a build tree that will show you what you can build under each castle upgrade. The next is a troop tree telling what you can build for troops under each building and a cross reference to other buildings required and the final chart will give you a quick heads up on what troops work well against what troops.

### Structure Build Tree

This chart will give you a quick reference to what structures you can build under each castle upgrade to better help you to achieve that unit you need to conquer all of Japan.

No Castle	Castle Level 1	Castle Level 2	Castle Level 3	Castle Level 4
Mine	Mine	Mine	Mining Complex	Mining Complex
Farm Upgrades	Farm Upgrades	Farm Upgrades	Farm Upgrades	Farm Upgrades
Border Watch Tower	Border Fort	Border Fort	Border Fort	Border Fort
	Spear Dojo	Famous Spear Dojo	Legendary Spear Dojo	Legendary Spear Dojo
	Archery Dojo	Famous Archery Dojo	Legendary Archery Dojo	Legendary Archer Dojo
	Ninja House	Famous Ninja House	Legendary Ninja House	Legendary Ninja House
	Tea House	Famous Tea House	Legendary Tea House	Legendary Tea House
	Tranquil Garden	Famous Tranquil	Legendary Tranquil	Legendary Tranquil
	Ports	Garden	Garden	Garden
	Armory	Famous Armory	Port	Port
	Swordsmith	Famous Swordsmith	Legendary Armory	Legendary Armory
	Castle Level 2	Church	Legendary Swordsmith	Legendary Swordsmith
		Horse Dojo	Cathedral	Cathedral
		Temple	Famous Horse Dojo	Legendary Horse Dojo
		Palace	Famous Temple	Legendary Temple
		Sword Dojo	Famous Palace	Legendary Palace
		Castle Level 3	Famous Sword Dojo	Legendary Sword Dojo
			Portuguese Trading Post	Portuguese Trading Post
			Post	Post
			Dutch Trading Post	Dutch Trading Post
			Castle Level 4	Gun Factory
				Geisha House

### Unit Build Tree

Need to know what other buildings are required to build a troop and you need to know quickly? This chart will give you a quick cross-reference to finding that information out quickly.



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	Lev. 1 Castle	Lev. 2 Castle	Lev. 3 Castle	Lev. 4 Castle	Palace	Spear Dojo	Archery Dojo	Armory	Tranquil Garden	Ninja House	Port
Samurai Archers											
Yari Ashigaru											
Yari Samurai											
Cavalry Archers											
Warrior Monks											
Arquebusiers											
Naginata											
Heavy Cavalry											
No-Dachi Samurai											
Musketeers											
Yari Cavalry											
Emissary											
Shinobi											
Jesuit Priest											
Ninja											
Legendary Geisha											

	Tea House	Sword Dojo	Horse Dojo	Swordsmith	Trading Posts	Temple	Church	Cathedral	Gun Factory	Geisha House
Samurai Archers										
Yari Ashigaru										
Yari Samurai										
Cavalry Archers										
Warrior Monks										
Arquebusiers										
Naginata										
Heavy Cavalry										
No-Dachi Samurai										
Musketeers										
Yari Cavalry										
Emissary										
Shinobi										
Jesuit Priest										
Ninja										
Legendary Geisha										

## Unit Vs Tree

Wondering if you can win a battle with the troops you have versus the troops he has? This chart will give you quick reference to how all troops will do against



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other troops in perfect conditions on flat ground. Just remember that as in all battles, the weather and terrain can affect this in some ways but this will help.

	Samurai Archers	Yari Ashigaru	Yari Samurai	Cavalry Archers	Warrior Monks	Arquebusiers	Naginata	Heavy Cavalry	No Dachi	Musketeers	Yari Cavalry
Samurai Archers	Blue	Green	Orange	Blue	Red	Blue	Red	Red	Red	Blue	Red
Yari Ashigaru	Orange	Green	Orange	Orange	Red	Blue	Red	Green	Red	Orange	Green
Yari Samurai	Green	Green	Blue	Orange	Orange	Green	Orange	Light Green	Orange	Orange	Light Green
Cavalry Archers	Blue	Green	Green	Blue	Blue	Green	Orange	Red	Green	Orange	Orange
Warrior Monks	Light Green	Light Green	Green	Blue	Blue	Light Green	Orange	Red	Orange	Light Green	Orange
Arquebusiers	Blue	Blue	Orange	Orange	Orange	Blue	Green	Red	Orange	Orange	Orange
Naginata	Light Green	Light Green	Green	Green	Green	Red	Blue	Orange	Green	Orange	Blue
Heavy Cavalry	Light Green	Orange	Red	Light Green	Light Green	Light Green	Green	Blue	Light Green	Light Green	Red
No-Dachi	Light Green	Light Green	Green	Orange	Green	Green	Orange	Red	Blue	Green	Orange
Musketeers	Blue	Blue	Green	Green	Red	Green	Green	Red	Orange	Blue	Orange
Yari Cavalry	Light Green	Orange	Red	Green	Green	Green	Blue	Light Green	Green	Green	Blue

Low Win	Stay Away or you will lose the army
Poor Win	You will come out on the losing end
Average Win	This unit has a 50/50 chance vs. this unit
High Win	Good unit choice vs. this unit
Exceptional Win	Perfect unit choice vs. this unit

**NOTE: Read chart from the left, you are the attacker vs the troops at the top**